

In a method and a system for retrieving images in a client - server system, images are stored as a set of independently decodable units (CU's) on the server. A client issues a series of requests for image information. Each request contain a request number, information on what image information the client wants to see next and information on what image information the client had received at the time when the request was issued. The server does not have to store any state information (e.g. previous requests). On receiving a request, the server sends a restart marker, a confirmation of the request number and incremental image information corresponding to the request. The use of the method and the system as described herein will result in that no decoding of the whole bit stream will be required in the server. This will save a lot of time at the sender side (server side), since it not needs to a full decoding of the stream.

(Fig. 4)